

# Kulayinjana (« *Teaching Each Other* »): A Role Playing Game to elicit, model and simulate cattle complex herding strategies

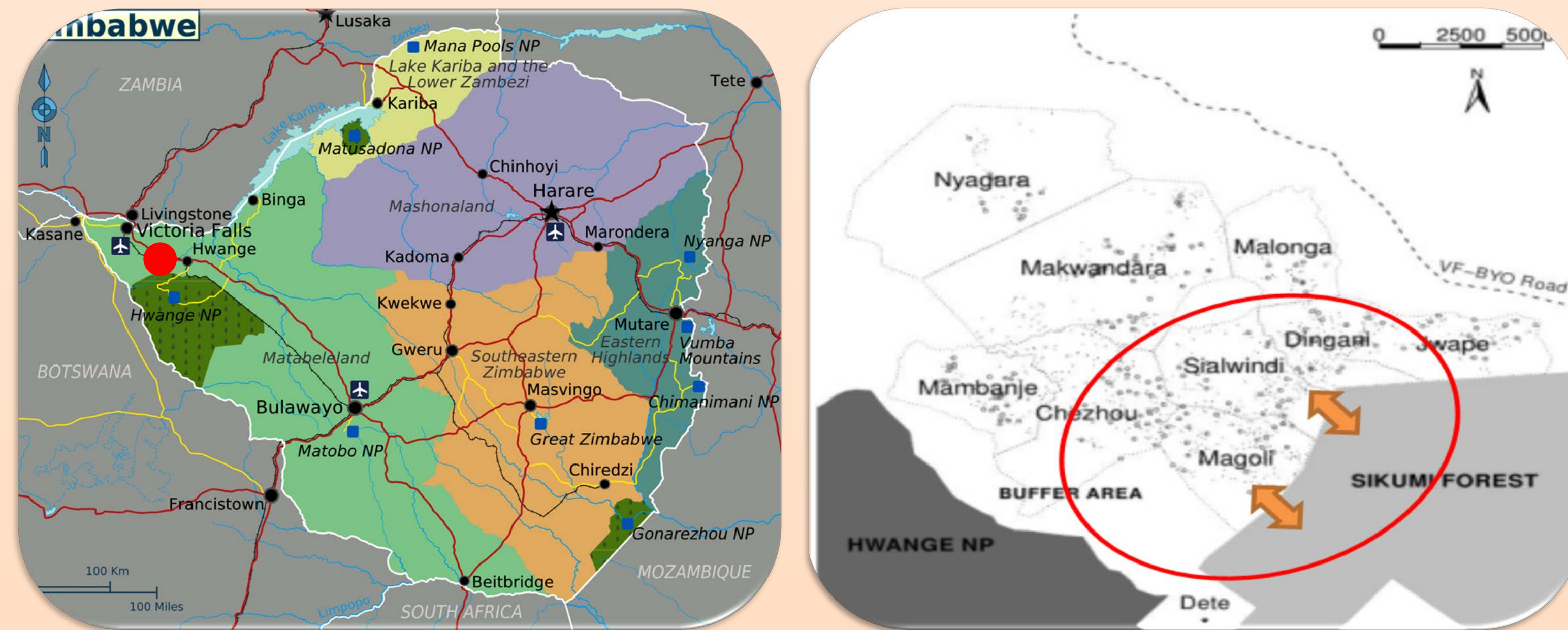


## Engaging people in co-designing a role-playing (RPG) game that mimics their everyday life

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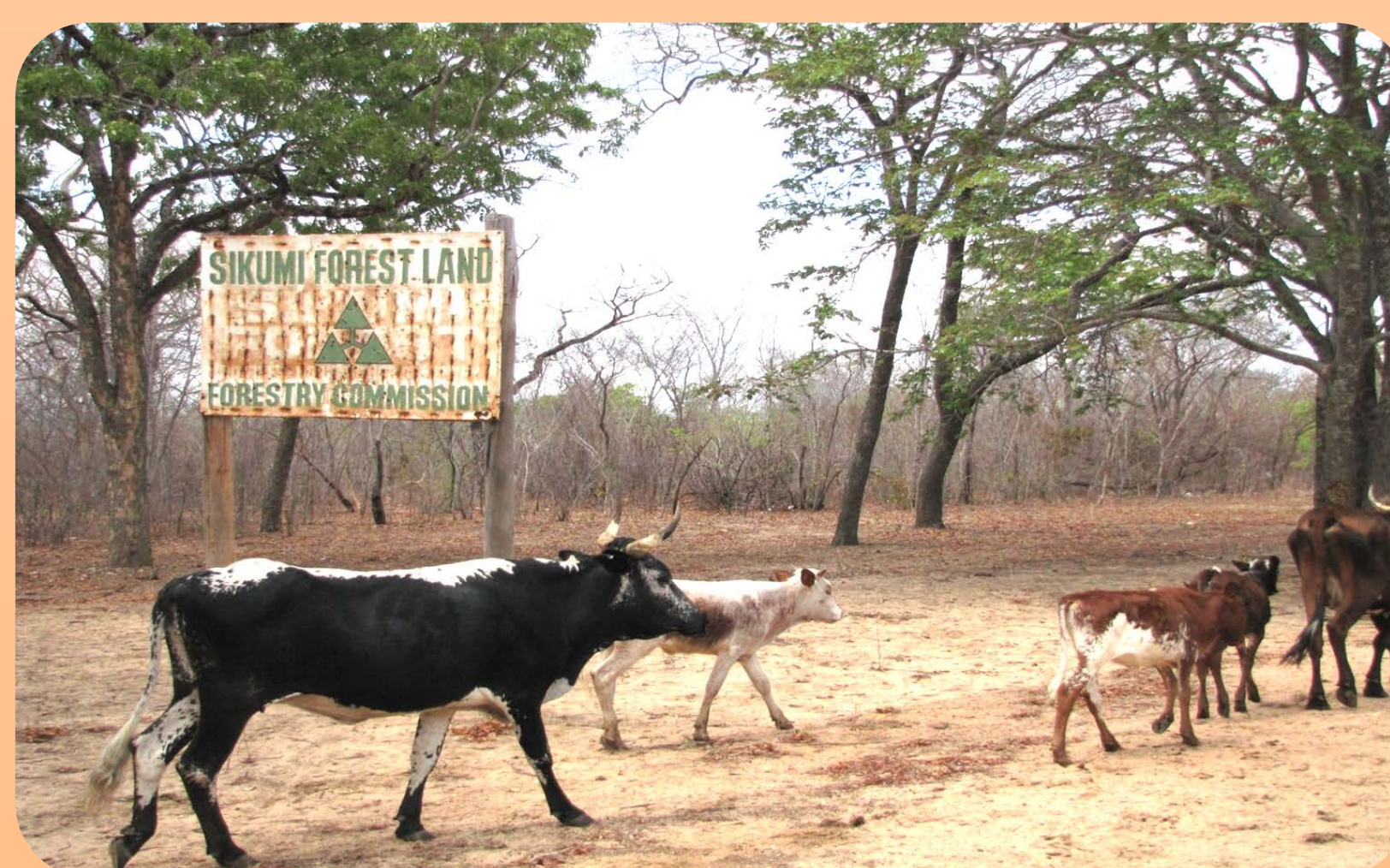
Cattle herding at the heart of coexistence between rural communities and conservation areas



- ❖ A **Socioecological system** with **complex interactions** between rural communities (Hwange District - ward 15) and a protected area (Sikumi Forest).
- ❖ **Cattle herding = bone of contention** between rural communities and forest managers:
- 1972: Creation of the Sikumi Forest → banned access for communities
- 1992: Major Drought → communities obtain a **controlled right of access** to the forest. Grazing allowed, but the official **authorized distance is controversial** (from 2 to 7 kms)
- **Forest managers** acknowledge the rural need for grazing land and the benefits of such policy : **buffer zone**; **decreased risk of fire**; **improved relationships**...but are concerned by sides effects such as **overgrazing**, **diseases transmissions** and opportunist activities like **poaching**.
- Herding cattle inside the forest is a **key practice for farmers** living on the edge of the forest: Access to **grazing** and **water** pans that are scarce in the villages; allows to **avoid crop damages** due to cows entering fields.

❖ Cattle herding is part of a **complex farming strategy**, various socioecological parameters will influence herders' decisions: personal history, individual objectives, interactions with other

farmers/herders, cattle body condition, size of the herd, climate, agricultural calendar...



From Field observations ...



Activities

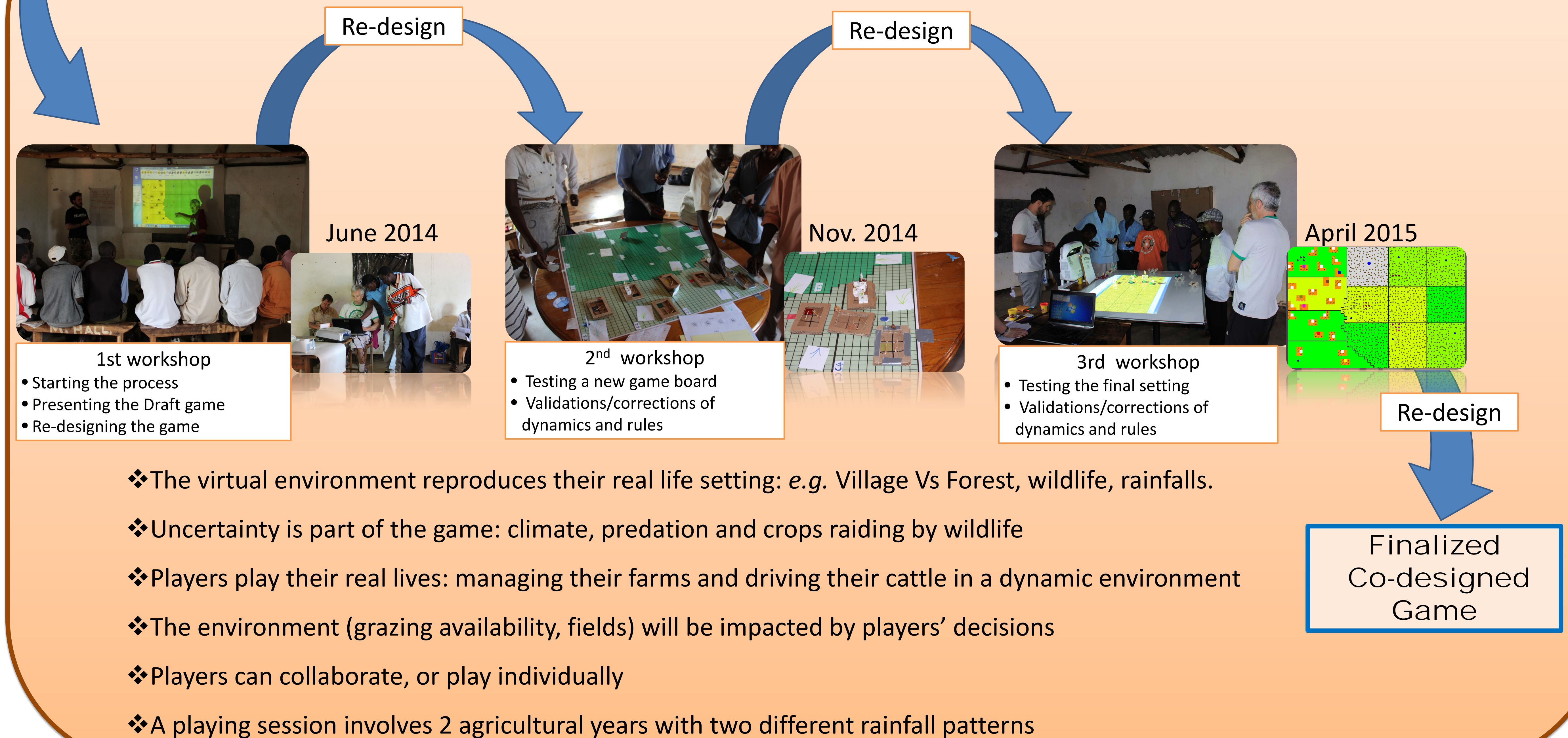
- ❖ **Living** with a family in a village (Magoli)
- ❖ Participant **observation** & interviews
- ❖ **Driving cattle** in the forest with herders

Objectives

- ❖ Overview of the system
- ❖ Knowing people and being known
- ❖ Building trust
- ❖ Defining a co-designing team

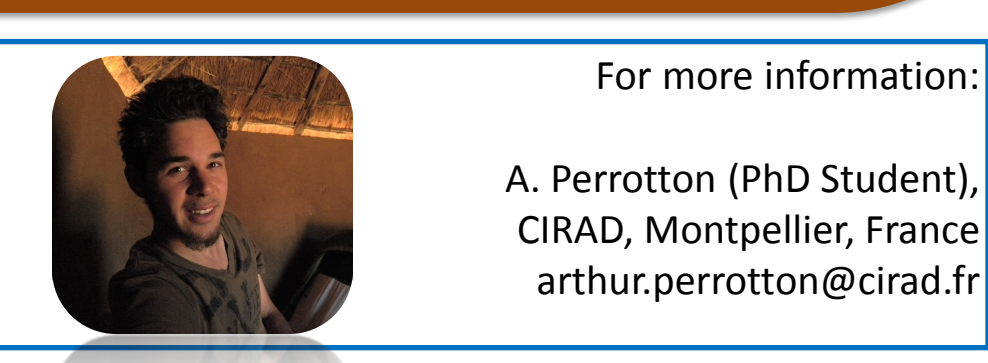
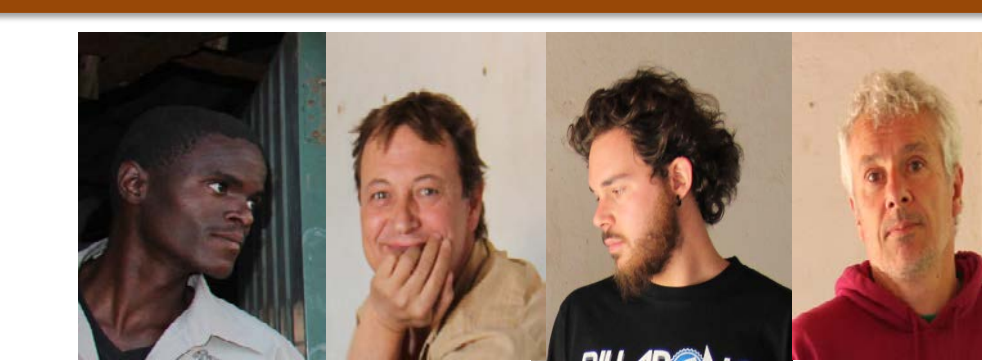
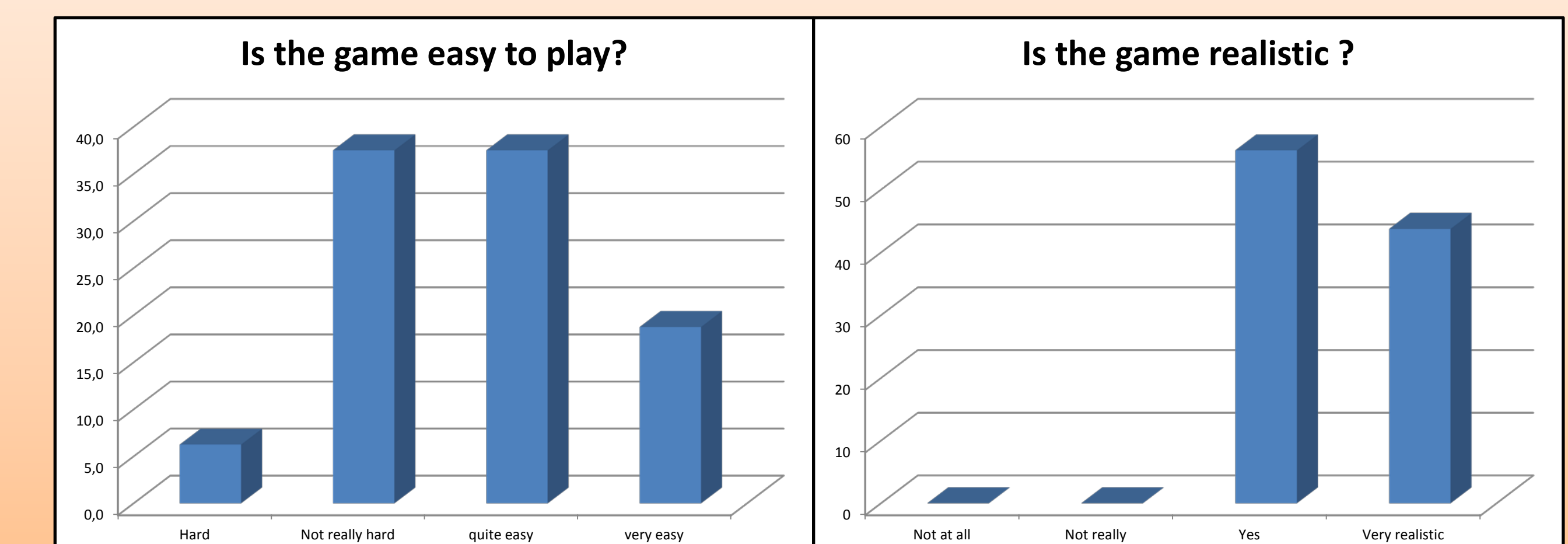
...To the co-design of a farming RPG

❖ **The Team:** 11 Villagers and 3 researchers working jointly with a common objective



Conclusion

- ❖ Process achieved through **mutual trust**, **freedom** of speech and **reciprocity**.
- ❖ Objective reached: Developing an intermediate object that makes sense for all the members of the team, and allows us to collect data on cattle herding strategies



For more information:

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